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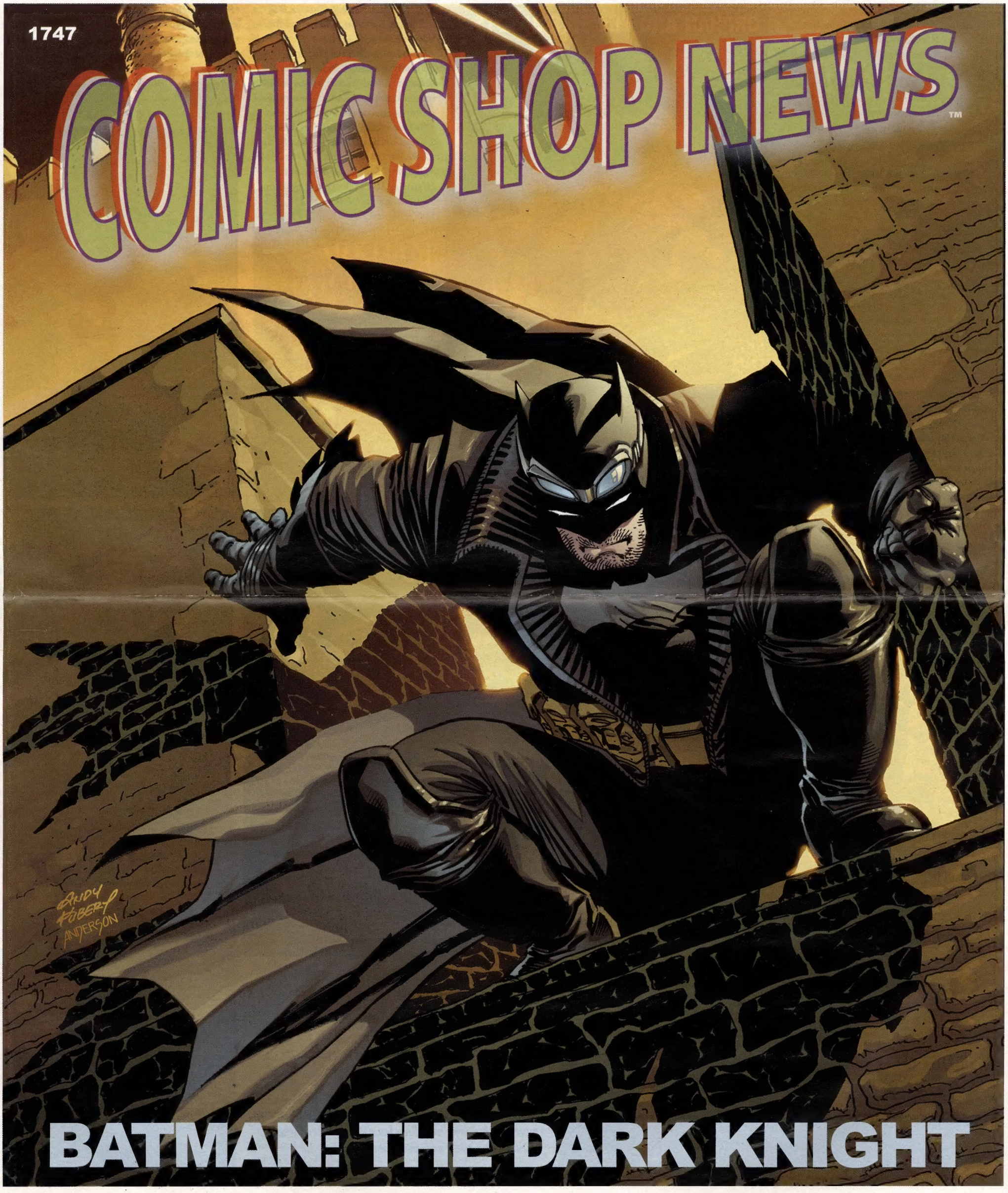


BATMAN: THE DARK KNIGHT

Here Comes the Knight

For a man known to most as the hero of Gotham City, Batman certainly gets around! This April, he will set off on an overseas adventure that will take him to the UK, where he will cross paths with new allies and (no surprise here) new adversaries as well.

Batman: The Dark Knight, a six-issue limited series by ***DCeased*** and ***Injustice*** writer *Tom Taylor* and ***Dark Knight III: The Master Race*** and ***Flashpoint*** illustrator *Andy Kubert,* begins when a "horrific tragedy in the United Kingdom sends a very personal and deadly message to the Dark Knight—one that will draw Batman out of Gotham City to investigate! From the moment he lands in Europe, Batman will face a challenging investigation, [encounter] unheard-of adversaries, and find the assistance of a partner once more—all in the hunt for the villain known as Equilibrium! And what does 'Batman 147' mean to Bruce Wayne when it appears after a deadly plane crash—is it a clue, or a riddle? Or just another trap for the Batman?"

For Taylor, co-producing this series with artist *Andy Kubert* is a real thrill. "I will leap at any chance to tell a Batman story at any time, but teaming up with a legend like *Andy Kubert* for a Batman tale is a dream and an honor. I have Andy's Dark Knight statue sitting on my desk, so I can see exactly how his Batman is larger than life," Taylor said.

"When editor *Ben Abernathy* and Andy came to me with an idea for a world-weary Batman leaving Gotham for Europe, I immediately thought of the great stories I'd read of an older, cynical Batman. But the challenge was finding the call to adventure for a Batman who's a little more jaded.

"Fortunately, I already had something up my sleeve. I actually pitched a Batman idea to *Ben Abernathy* all the way back in 2012—and, nine years later, we were able to find a place for this in ***Batman: The Dark Knight.*** The idea was about taking something away from Batman that no one's ever tried to take before. And from that, a new, unique Batman villain was born. It's all about Equilibrium."

Kubert loves drawing Batman, but he doesn't want to do a typical Batman story. "This series is a different take on the character than I had done before. Every story that I have done with Batman has been different in tone, and the art takes on a life of its own as the story dictates. ***Batman and Son, Whatever Happened to the Caped Crusader?,*** and ***Dark Knight III: The Master Race,*** along with ***Flashpoint Batman,*** have their own look and feel for that particular story. ***Batman: The Dark Knight*** is no different."

"Andy's Batman never skipped leg day," Taylor joked. "His legs are like tree trunks. He's a bit older; he's a little slower, but he's efficient. He's muscle and bulk and power, and he moves like a battering ram. He interacts a little like a battering ram, too. He's singularly focused. He has a mission, and he won't be pushed off track by hordes of attackers... or even Andy's terrifying Gentleman Ghost. While this is about an older Dark Knight, we also had an opportunity to flashback to his past, to see a younger Bruce Wayne in training in a way never expanded on before."

"***Batman: The Dark Knight's*** Batman is hardened and thick," Kubert agreed. "The years and battles have caught up with him. As he walks, you can hear him creak like an old rusted gate that needs to be oiled. And Tom writes it all so perfectly."

The solicitation copy for the first issue refers to Batman being joined by a partner—but it doesn't say who that partner might be, although DC implies that it might be Knight or Squire from ***Batman Incorporated*** who will step in to help Batman crack this case—but who are the people behind these aliases, and how much will an aging Bruce Wayne be able to help them with cracked ribs, or a dislocated shoulder, or the pain associated with being Batman in the first place? When will enough be enough for the Dark Knight?

Batman: The Dark Knight #1, a $3.99 comic scheduled for April 13th release, will feature 26 pages of story and art. DC will also offer a cardstock variant cover priced at $4.99; both covers will feature art by *Andy Kubert* and *Brad Anderson.* In addition, DC will offer a blank card stock variant cover and a 1-for-25 *Riccardo Federici* variant (check with the folks at your friendly neighborhood comic shop for info on price and availability for this limited variant edition).

Coming Comics—DC in April

"Warworld Rising" starts in ***Action Comics #1030*** (by *Phillip Kennedy Johnson & Daniel Sampere).* A new chapter in Superman's life begins as the challenges of ***Dark Nights: Death Metal*** are causing Clark Kent to feel a change in his powers. Is it possible the Metropolis Marvel could be losing a step? His struggles in taking down the creatures from the Breach would suggest as much! If he's going to continue to protect the people of Earth, he'll have to adapt—especially with threats like Mongul out there waiting to launch their biggest attacks on the Earth yet. That's right, those are Warworld battleships just outside our orbit, and they are heading straight for us! This issue also features a Midnighter backup story.

Before Skinner and Pearl reunited and the Beast returned—before 1976—the fight to protect humanity persisted. ***American Vampire 1976 #7,*** a special anthology issue by *Scott Snyder, Francesco Francavilla, Tula Lotay, & Ricardo Lopez Ortiz,* presents new stories from the unseen era between ***American Vampire: Second Cycle*** and ***American Vampire 1976,*** bridging the VMS's turbulent past with a nation's uncertain future.

Tensions are sky-high in Gotham City following the events at Arkham Asylum, and public opinion and unrest are starting to boil over in ***Batman #107*** (by *James Tynion IV & Jorge Jimenez).* The Dark Knight has his hands full juggling the investigation of the reappearance of an old enemy and the rise of a new gang in Gotham called the Unsanity Collective. It appears that Gotham City is getting more dangerous by the minute! This issue also features a "Legend of the Ghost-Maker" backup by *James Tynion IV & Ricardo Lopez Ortiz.*

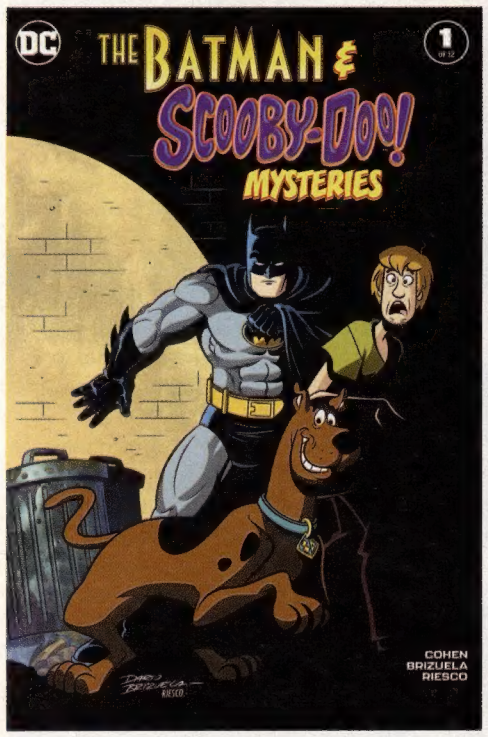
Batman Black & White #5 features a Bruce and Damian Wayne tale by *Jorge Jimenez,* a Gilda Dent story by *Mariko Tamaki & Emanuela Lupachino,* a Nightwing retrospective by *Jamal Campbell,* a Batman-Riddler confrontation by *Kieron Gillen & Jamie McKelvie,* and a *Lee Weeks* tale spotlighting Jim Gordon.

Batman's two loves collide in ***Batman/Catwoman #5*** (by *Tom King & Clay Mann),* and the smash-up could be dangerous not just for the Caped Crusader, but for the Joker as well. In order to prove her mission is righteous, Phantasm takes Catwoman out on a hit against one of the men responsible for the disappearance of her son. Unfortunately for Selina Kyle, this isn't the first time she's gone behind Batman's back to try to do the right thing, so she's far too aware of how bad a turn this whole affair could take. Also, in the future, it's Harley Quinn, ready to avenge Mistah J!

A horrific tragedy in the United Kingdom sends a very personal and deadly message to the Dark Knight—one that will draw Batman out of Gotham City to investigate—in ***Batman: The Dark Knight #1*** (by *Tom*

Courtesy of your friendly neighborhood comics outlet!

Taylor & Andy Kubert). From the moment he lands in Europe, Batman will face a difficult investigation and unknown adversaries, and he will find the assistance of a partner once more—all in the hunt for the villain known as Equilibrium!



When Batman discovers his original purple gloves have gone missing, Velma, Shaggy, and Scooby-Doo travel back in time to Batman's Year One era to solve the case in ***The Batman & Scooby-Doo! Mysteries #1*** (by *Ivan Cohen & Dario Brizuela).*

In a world where Superman's rocket never reached Earth, the Dark Knight and his sidekick discover a startling rift between dimensions. On the other side? A world where Martha Wayne survived and Bruce never grew up to be Batman! Not only that, but a strange alien has emerged from the rift who's faster than a locomotive and can leap tall buildings in a single bound: the Superman of Metropolis! When these worlds collide, the architects of this alternate history are revealed in ***Batman/Superman #17*** (by *Gene Luen Yang, Ivan Reis, & Danny Miki).*

Ra's al Ghul's plan to dominate Gotham crashes against the will of Bruce Wayne and Matches Malone, as the city's power grid faces the wave of the future in *Neal Adams'* ***Batman vs Ra's al Ghul #6.***

Batman: Urban Legends #2 features part two of *Chip Zdarsky & Eddy Barrows'* epic Batman/Red Hood story, chapter two of *Matthew Rosenberg & Ryan Benjamin's* Cole Cash (personal bodyguard to billionaire Lucius Fox) exploits, part two of *Brandon Thomas & Max Dunbar's* Outsiders, and a story by *Cecil Castellucci & Marguerite Sauvage* in which

Barbara Gordon has identified a citywide system hack from a foe she faced before as Batgirl... but this time around, Babs may have found a way to defeat her for good as Oracle!

With Starro ravaging the planet and controlling superheroes and villains alike, the fate of the world rests in the hands of Ultraman, Superia, and Owlman in ***Crime Syndicate #2*** (by *Andy Schmidt & Kieran McKeown)*—and that means that, win or lose, humanity is doomed! This issue also features a backup Owlman tale illustrated by *Bryan Hitch.*

The sons of Batman and Superman are back in the spotlight and ready to give evil a good spanking in ***Challenge of the Super Sons #1*** (by *Peter Tomasi & Max Raynor).* But are Robin and Superboy in over their heads this time? A mysterious woman from beyond time has appeared to the DCU's favorite sons, and her arrival heralds certain doom (that's a hint, everyone) of things to come! In fact... it seems she's sent the boys on a bogus journey that they've already... returned from? What did the boys learn when they were whisked away? And why on Earth do they have to save the Flash from instant death?

The Riddler revealed that he knows details about Poison Ivy's whereabouts in ***Catwoman #30*** (by *Ram V & Fernando Blanco).* After the Riddler is gravely wounded, Catwoman brings

him to be patched up by Alleytown's less-than-scrupulous medics. Now on the mend, Riddler points Selina in Ivy's direction—but is he telling the truth or wrapping her up in another one of his riddles?

Meet Mr Worth in ***Detective Comics #1035*** (by *Mariko Tamaki & Dan Mora).* When his daughter is killed during the brutal crime wave gripping Gotham City, eight-foot-tall stack of muscle and money Roland Worth sets out on a path of revenge toward the prime suspect in the crime: Batman! The Dark Knight has been framed for murder—and to make matters worse, this grisly deed seems to be connected

to yet another emerging villainous force on the horizon. This issue also features a Huntress backup story illustrated by *Clayton Henry.*

Seduced by the sensual wiles of the realm of Faerie, Ruin and Heather After have not only been separated from the angel Jophiel; they've completely forgotten why they even set foot in this delightful place. But Faerie's charms (literally) are lost on Jophiel, and he remains firmly on a mission in ***The Dreaming: Waking Hours #9*** (by *G. Willow Wilson & Nick Robles).* Unfortunately for him, the king of Faerie has his own ideas on just what Jophiel's power can do for him!

Riots are breaking out across the City Enduring in ***Far Sector #11*** (by *NK Jemisin & Jamal Campbell)* as its citizens realize that there are political shenanigans disrupting their way of life and subverting the will of the people. To quell this unrest, @BlazeofGlory is threatening to unleash a terrible weapon upon her own people.

After an accident pushes Wally West into the time stream, the former Kid Flash lands in the body of his onetime partner Impulse in ***The Flash #69*** (by *Jeremy Adams, David LaFuente, & Brandon Peterson).* Now sprinting through the 30th century, side by side with the mysterious (and, yeah, ridiculous) Gold Beetle, Wally must uncover what's causing the destructive explosions that keep propelling him through time and the bodies of other speedsters.

As ***Green Lantern #1*** (by *Geoffrey Thorne & Dexter Soy)* begins, the newly formed United Planets and the Guardians of the Universe hold an intergalactic summit to decide who can best serve and protect the cosmos from danger. With the majority of Green Lanterns called back to Oa, John Stewart arrives alongside Teen Lantern Keli Quintela, whose gauntlet could be one of the most powerful and unstable weapons in the universe. With the entire landscape of the universe in flux, is this the end of the Green Lantern Corps... or a new beginning?

Harley's mission to help heal Gotham City

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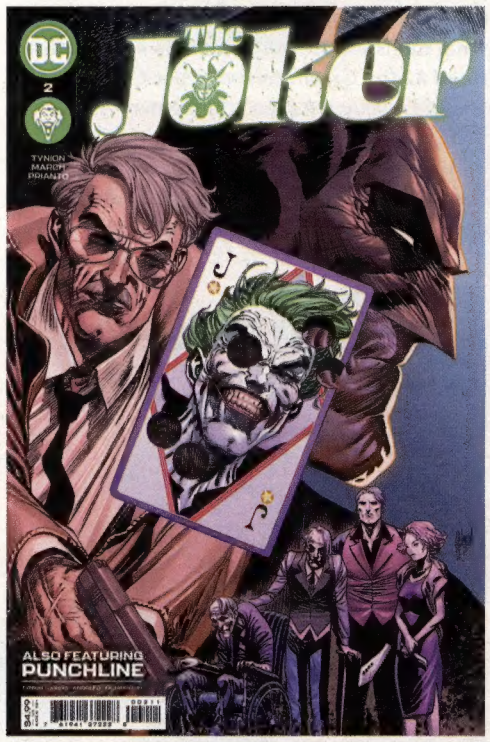
hits some bumps in the road in ***Harley Quinn #2*** (by *Stephanie Phillips & Riley Rossmo)*. Hugo Strange is trying to deal with Gotham City's clown problem, and that means trouble for Harley...

Harley Quinn: Black+White+Red TP collects all 17 chapters of the black-white-and-red digital series in print for the first time—and it adds two all-new stories: one by *David Mandel & Adam Hughes* and another by *Paul Dini & Kevin Altieri.*



The Joker is the most wanted man in the world in ***The Joker #2*** (by *James Tynion IV & Guillem March)*—and powerful forces are lining up around the globe to hunt him... but where exactly *is* the Clown Price of Crime? Jim Gordon has been given the go-ahead to pursue him... but will he be willing to pay the price? And what shocking revelation will Gordon stun Batman with before he departs? This issue also features a Punchline backup story by *James Tynion IV, Sam Johns, & Mirka Andolfo.*

Superman, Batman, Green Arrow, Black Canary, Aquaman, and Hawkgirl join forces with Black Adam to fight an all-new world conqueror in ***Justice League #60*** (by *Brian Bendis & David Marquez).* But how do they stop the unstoppable power known as Brutus? Enter new megapower sensation Naomi, who comes face to face with the League and brings along Queen Hippolyta of the Amazons for a blockbuster battle for the ages. And in the backup tale, the new Justice League meets the new Justice League Dark in a story by *Ram V & Xermanico.*

In the wake of his violent altercation with the Suicide Squad, Kirk Langstrom finds himself on the verge of a complete emotional collapse in ***Man-Bat #3*** (by *Dave Wielgosz & Sumit Kumar).* Luckily (or unluckily) for Kirk, Dr Harleen Quinzel is offering pro bono—and entirely unsolicited—psychological counseling...

After the events of ***Future State***, Tim Fox is the next Batman... but what's his origin story? Why has he been estranged from Lucius Fox and his family for so long? These questions and many more will be explored in ***The Next Batman: Second Son #1*** (by *John Ridley, Tony Akins, Travel Foreman, & Mark Morales).*

Dick Grayson inherits Alfred's fortune, a puppy, and a whole lot of questions in ***Nightwing #79*** (by *Tom Taylor & Bruno Redondo).* Who is Mayor Zucco, and what is her relation to the man who murdered Dick's parents? What sinister plans does Blockbuster have for Blüdhaven? And what kind of dog food is best for a three-legged puppy?

After learning of the deadly League of Lazarus tournament, Damian Wayne has a new mission: winning the tournament and proving he is the greatest fighter in the DC Universe! But first he must find the secret island where it's all going down! ***Robin #1*** (by *Joshua Williamson & Gleb Melnikov)* will force Damian Wayne to find his own path away from both sides of his family.

Wil Myerson might have been the creator of Pontius Pirate, the most popular comic in history, before he put on the Rorschach mask and tried to kill a would-be president, but he's not the only artist who worked on the character. Other artists fell under Wil's influence, and now all these years later, his more renowned acolyte has fallen sway to Laura, the #1 Myerson superfan. Is it possible she influenced another comic book legend into playing vigilante? The key here is that tape the detective is trying to decipher, the one with the séance that has been haunting him since the very first issue! All this and a cameo by Dr Manhattan to boot, in ***Rorschach #7*** (by *Tom King & Jorge Fornes)*!

The DC Universe and the world of RWBY collide in ***RWBY/Justice League #1*** (by *Marguerite Bennett & Aneke)*! Discover the Bruce Wayne, Clark Kent, and Diana Prince of Remnant as Team RWBY comes face to face with new versions of DC's paragons of justice. A new Grimm is running rampant around the island of Patch, and Ruby and Yang must team up with a young farm boy to stop it! Meanwhile, Blake meets a mysterious woman who's appeared on Menagerie, but what is her purpose? And why does she act like she hasn't been around modern society?

Superman receives a troubling signal from distant space in ***Superman #30*** (by *Phillip Kennedy Johnson & Scott Godlewski).* An old friend is in deep trouble, and only the Man of Steel can help him. By the time Superman and his son get there, though, the alien who sent the signal is nowhere to be found, and his people appear to be enthralled by a shamanistic storyteller who warns of an ancient grudge with the malevolent Shadowbreed. This leaves Clark and Jonathan Kent to ponder just who sent them the distress message—but before they can find the answer, they'll discover that

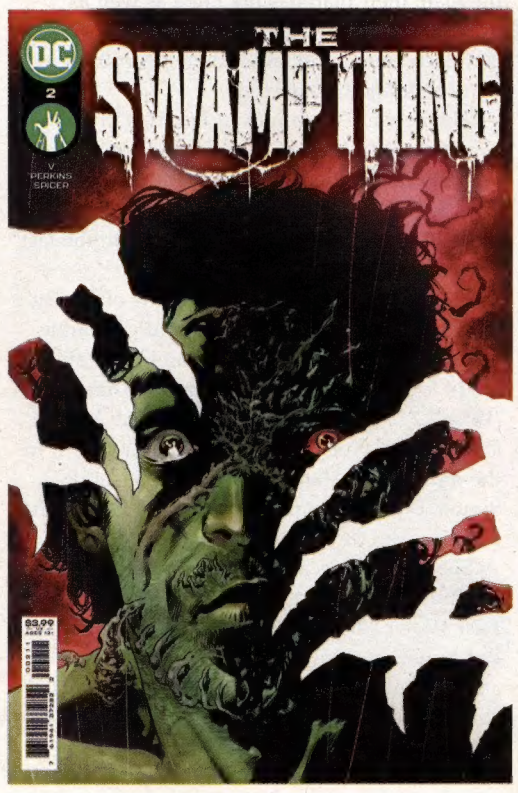
an ancient grudge still has very current consequences. This issue also features a "Tales of Metropolis" backup story marking the return of Ambush Bug.

Wonder Woman receives a distress call from Artemis, who's on Warworld in ***Sensational Wonder Woman #2*** (by *Andrea Shea & Bruno Redondo).* In order to escape Mongul's clutches, the two Amazons will have to put aside their differences and find a way to work together.

With the power of Superboy now under her control, Task Force X mastermind Amanda Waller sends the hero into Arkham Asylum to rescue Peacemaker and bring Talon—the famed Court of Owls assassin—back to join the new Suicide Squad in ***Suicide Squad #2*** (by *Robbie Thompson & Eduardo Pansica).*

Superman: Red & Blue #2 features new tales of Clark Kent, Val-Zod, Cyborg Superman, and more, presented by *Chuck Brown, Robert Venditti, Stephanie Phillips, Dan Panosian, Jason Howard, Alitha Martinez, Denys Cowan,* and more.

The trials of Levi Kamei, the new avatar of the Green, grow darker in ***The Swamp Thing #2*** (by *Ram V & Mike Perkins)* as the Pale Wanderer's bloody spree leaves a trail of death across the Sonoran Desert. While his "lessons" begin to show Levi the true nature of what he is becoming, it is Jennifer Reece who'll show Levi that he must contend with his past and his trauma in order to stop the murderous wraith.



Haunted by dreamlike memories of a life he never lived and hunted by the man who created him, the boy must choose what and who he will be in *Jeff Lemire's* ***Sweet Tooth: The Return #6.***

In ***Teen Titans Academy #2*** (by *Tim Sheridan & Rafa Sandoval),* questions mount around the new school formed by the original New Teen Titans: What's going on with Billy Batson's access to the powers of Shazam, what dark secret is Raven's new pupil Dane hiding, and who's masquerading as the new Red X?

What kind of man is John Constantine? Mage, con man, and a few other choice descriptors not fit to print—but sometimes, he tries to be a good guy. When he tries to stop a young teenager from getting in deep with Papa Midnite, he is faced not just with the past as he'd like to remember it, but with exactly the kind of wizard he really is in ***Truth & Justice #3*** (by *Danny Lore & Ray-Anthony Height).*

Wonder Woman's adventures through the Sphere of the Gods continue in ***Wonder Woman #771*** (by *Becky Cloonan, Michael W. Conrad, & Travis Moore)* as she embarks on a quest with the cunning Ratashok to search for answers. Something is changing the rules of the Norse afterlife, and it's up to our hero to set things right. This issue also features a backup story by *Jordie Bellaire & Paulina Ganucheau* spotlighting a younger Diana on a journey to uncover the secret behind the scriptures that hold the hidden history of Themyscira.

DC collected editions (advance solicited for May, June, and July release) include:

- ***The Authority Book Two TP,*** collecting ***The Authority #s 13–29, The Authority Annual 2000 #1,*** and more.
- ***Batman: The Adventures Continue TP,*** collecting ***Batman: The Adventures Continue #s 1–8.***
- ***Batman: The Dark Knight Detective Volume 5 TP,*** collecting ***Detective Comics #s 612–614 & 616–621*** and ***Detective Comics Annual #3.***
- ***Batman by John Ridley: The Deluxe Edition HC,*** collecting ***Future State: The Next Batman #s 1–4,*** stories from ***Batman Black & White #1*** and ***Batman: The Joker War Zone #1,*** and a brand-new story by Ridley with art by *Dustin Nguyen.*

- ***Batman: Universe TP,*** collecting ***Batman: Universe #s 1–6.***
- ***Bizarro Comics: The Deluxe Edition HC,*** collecting ***Bizarro Comics*** and ***Bizarro World.***
- ***Dark Nights: Death Metal—War of the Multiverses TP,*** collecting ***Dark Nights: Death Metal—The Last 52: War of the Multiverses #1*** and ***Dark Nights: Death Metal—The Last Stories of the DC Universe #1.***
- ***Fables Compendium Two TP,*** collecting ***Fables #s 42–82.***
- ***The Flash Volume 14: The Flash Age TP,*** collecting ***The Flash #88, The Flash #s 751–755, The Flash Annual #3,*** and the lead story from ***The Flash #750.***
- ***The Flash: The Death of Iris West HC,*** collecting stories from ***The Flash #s 270–284.***
- ***Flash/Impulse: Runs in the Family TP,*** collecting ***Impulse #s 1–12*** and ***The Flash #s 108–111.***
- ***Harley Quinn & Poison Ivy TP,*** collecting the six-issue series.
- ***Justice League: Galaxy of Terrors TP,*** collecting ***Justice League #s 48–52.***
- ***Justice League: The New 52 Omnibus Volume 1 HC,*** collecting ***Justice League #s 0–23; Aquaman #s 14–16; Justice League Dark #s 22–23; DC Comics—The New 52 FCBD Special Edition #1; Justice League of America #s 1–7; Trinity of Sin: The Phantom Stranger #11; Constantine #5;*** and ***Trinity of Sin: Pandora #s 1–3.***
- ***Krypto the Superdog TP,*** collecting ***Krypto the Superdog #s 1–6.***

- ***Shazam!: The World's Mightiest Mortal Volume 3 HC,*** collecting stories from ***World's Finest Comics #s 253–270 & 272–282*** and ***Adventure Comics #s 491–492.***
- ***Superman Volume 4: Mythological TP,*** collecting ***Superman #s 20–28.***
- ***Superman: Action Comics Volume 4—Metropolis Burning TP,*** collecting ***Action Comics #s 1017–1021.***
- ***Superman: The Man of Steel Volume 3 HC,*** collecting ***Superman #s 12–15, Adventures of Superman #s 436–438, Action Comics #s 594–597, Superman: The Earth Stealers #1, Action Comics Annual #1, Superman Annual #1, Adventures of Superman Annual #1,*** and ***Booster Gold #23.***
- ***Young Justice Book Two: Growing Up TP,*** collecting ***Young Justice #s 14–25.***

Coming Comics—Boom! in April

Elena assembles a force of unlikely allies to mount an important rescue mission in ***Abbott: 1973 #4*** (by *Saladin Ahmed & Sami Kivela)*—but with vengeful gangsters and the deadly Umbra closing in, this is a fight they may not be able to win. The secret to victory may lie with one of Elena's old friends—and the dark truth behind the Umbra's return.

In ***Buffy the Vampire Slayer #24*** (by *Jeremy Lambert & Ramon Bachs),* Buffy must make the biggest decision of her life: fight the Watcher's Council or save the world from the threat of the Multiverse. But where do Giles and the rest of Team Slayer stand?

An unexpected revolt throws the balance of Ix into jeopardy in ***Dune: House Atreides #6*** (by *Brian Herbert, Kevin J. Anderson, & Dev Pramanik),* and now Leto must make an important decision as the underground city is on the cusp of falling into evil hands. And while the Bene Gesserit's oracles predicted they would need a child from the Baron Harkonnen in order to continue tracing a genetic line to their foretold messiah, their plan has not gone as well as hoped. On the doorstep of Castle Caladan comes the man who will change everything: Duncan Idaho has arrived.

The new era continues in ***Firefly #28*** (by *Greg Pak & Guillermo Sanna),* as the crew of Serenity make one last-ditch effort to stop the Blue Sun's plan to close off the 'verse! But this means Kaylee must work together with the last person she expected.

It's been 20 years since the events of Firefly, but Serenity can't seem to keep out of trouble—which means Zoe and her daughter Emma are in for a world of hurt in ***Firefly: Brand-New 'Verse #2*** (by *Josh Lee Gordon & Fabiana Mascolo).* With the Blue Sun on their tail, they turn to the only people they can trust: Kaylee and Simon. But what happened to Mal... and what does it mean for the new crew of Serenity?

Saoirse, Brahm, and Nan are on the trail of the third sister and wind witch, Badb, in ***The Last Witch #4*** (by *Conor McCreery & VV Glass).* But a chance encounter with a mischievous and charming boy named Hugh is about to change their lives forever. And Saoirse may be more powerful than anyone imagined...

As Lux and Teresa unite their bodies, her consciousness is transported somewhere else... and she discovers something—and someone—of a divine nature in *Maria Llovet's* ***Luna #3.*** But this journey across realities will reveal unexpected truths to Teresa about the Family of the Sun... and herself.

Across the vast Multiverse, those gifted with a "spark" can tap into the raw power of Magic and travel across realms: They are Planeswalkers. When coordinated assassination attempts on Guildmasters Ral Zarek, Vraska, and Kaya rock the city of Ravnica and leave Jace Beleren's life hanging in the balance, a fuse is lit that threatens not just these three Guilds, but the entire plane of Ravnica. In ***Magic #1*** (by *Jed MacKay & Ig Guara),* these three must covertly infiltrate the wild plane of Zendikar and form a tenuous alliance to uncover why the targets of the assassins have all been Planeswalkers... which will lead them straight to one of the most enigmatic characters in Magic history! (A limited collectors set of all ***Magic #1*** covers will be offered, which will also include a special set-only variant with art by *Mirka Andolfo.)*

With humanity on the verge of discovering immortality, the avatar of Death is fired and relegated to the world below to live out her now-finite days in the body of 20-something Laila Starr in Mumbai. Struggling with her new mortality, Laila has found a way to be placed in the time and place where the creator of immortality will be born in ***The Many Deaths of Laila Starr #1*** (by *Ram V & Filipe Andrade).* But will Laila take her chance to permanently reverse the course of (future) history... or does a more shocking fate await her?

Still reeling from the revelation of the New Green Ranger's true identity, the New Mighty Morphin team must join with former Ranger Grace Sterling to save Angel Grove from a new threat tied to Zordon's surprising past in ***Mighty Morphin #6*** (by *Ryan Parrott & Marco Renna).* But nothing could prepare the Rangers for the two people who stand in their way...

The truth shall be revealed in ***Once & Future #18*** (by *Kieron Gillen & Dan Mora)*... and our world is hardly ready for the consequences to come. But don't worry: Duncan and Bridgette are here to save Britain from being pulled into the Otherworld. (Unless, of course, they fail.)

Bog, Pez, Zep, Utzu, and Gurh are off on their own, out in the Known World, and fending for themselves for the first time in *Christine Larsen's* ***Orcs #3,*** which is great! After all, what numbskull would mess with a pack of Orcs?!

Well, hunger might. Or enchanted mushrooms. And, of course, there are folks out in the Eerie-asallhel Forest who are even bigger, stronger, and more bloodthirsty than Orcs are...

Humanity hangs in the balance as David and Chloe near the end of their journey in ***Origins #6*** (by *Clay McLeod Chapman & Jakub Rebelka).* And in their way stands the last enemy either of them ever expected.

August, Rylee, Cora, and Jennie are the prime suspects in the disappearance of the missing boys, but the authorities have no idea what monsters are out there in ***Proctor Valley Road #2*** (by *Grant Morrison, Alex Child, & Naomi Franquiz).* As the whole town—even their families!—closes in on the girls, August makes a choice to visit that haunted road one last time. And even if she survives, another, even greater threat may have its eyes on these four friends...

The New Power Rangers form an uneasy alliance with Lord Drakkon in ***Power Rangers #6*** (by *Ryan Parrott & Francesco Mortarino)*... and now they must trust Astronema and Ecliptor in order to survive. But do the would-be Princess of Evil and her mentor have something else planned for their new allies?

The Specter Inspectors dive deeper into the history of the most haunted town in America by agreeing to be locked overnight in the museum in ***Specter Inspectors #3*** (by *Bowen McCurdy* with *Kaitlyn Musto).* Now it's just the gang and the ghosts in an old house that doesn't give up its secrets easily.

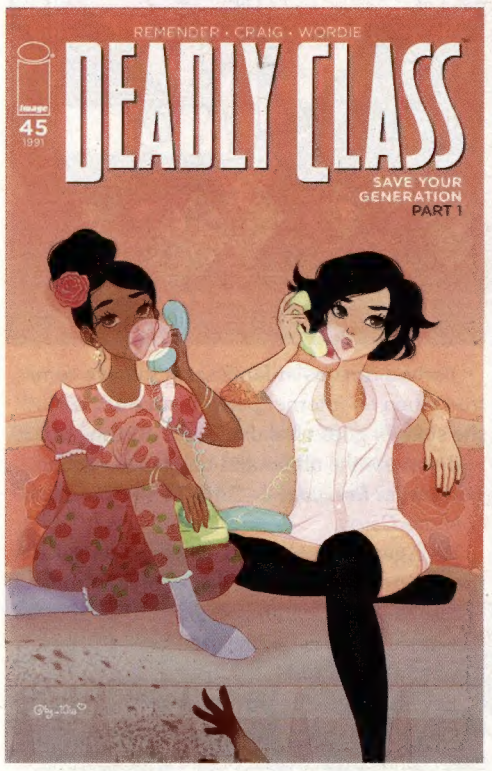
Boom! collected editions include:

- ***Angel & Spike Volume 2 TP,*** collecting ***Angel & Spike #s 13–16.***
- ***Dune: House Atreides Volume 1 HC,*** collecting ***Dune: House Atreides #s 1–4.***
- ***Jim Henson's Labyrinth: Under the Spell HC,*** collecting ***Jim Henson's Labyrinth: Under the Spell #1*** and ***Jim Henson's Labyrinth: Masquerade #1.***
- ***Mega Man: Fully Charged TP,*** collecting ***Mega Man: Fully Charged #s 1–6.***
- ***Something Is Killing the Children Volume 3 TP,*** collecting ***Something Is Killing the Children #s 11–15.***
- ***An Unkindness of Ravens TP,*** collecting the five-issue series.
- ***Wynd Book One: The Flight of the Princess TP,*** collecting ***Wynd #s 1–5.***

Coming Comics—Image in April

Cullen and Ford are in a fight to stay alive while Ma Etta makes a decision that will impact the entire Sangerye family in ***Bitter Root #12*** (by *David F. Walker, Chuck Brown, & Sanford Greene)*. Meanwhile, Enoch makes an important discovery... but will he live long enough to tell anyone?

The dome has been shattered in ***Crossover #6*** (by *Donny Cates, Geoff Shaw, Dee Cunniffe, & John J. Hill)*. The world is burning. Everything has come undone...



Deadly Class returns with its 45th issue (by *Rick Remender, Wes Craig, & Jason Wordie)* set in the apathy of the slacker era. Join Marcus in 1991 where he lives in a bathtub, delivers pizza, and hides from the bite of reality. Haunted by his past and unable to change his ways, he self-medicates with drugs, sex, and music snobbery. But his past is never too far behind him.

Cole Turner thought he joined the right side of the war for the Truth in ***Department of Truth #8*** (by *James Tynion IV & Martin Simmonds)*. But now that he's learning more about Lee Harvey Oswald's tenure leading the Department, he's not so sure. The answers Cole seeks are hidden behind a pair of unsolvable riddles: Who is the Fictional Woman, and what does she want from him?

The ***Doomsday Clock*** team of *Geoff Johns & Gary Frank* is joined by *Brad Anderson* to launch their first Image book, the postapocalyptic ***Geiger #1.*** In the years after a nuclear war ravaged the planet, desperate outlaws battle for survival in a world of radioactive chaos. Out past the poisoned wasteland lives a man even the Nightcrawlers and Organ People fear. Some dubbed him Joe Glow; others call him the Meltdown Man. But his name is Geiger.

The last dragon prince has been abducted—kept prisoner by a mysterious threat: Aztec Mexica! Helm Greycastle and his outsider comrades are here to save the prince in ***Helm Greycastle #1*** (by *Henry Barajas, Rahmathan Doko, & Bryan Valenza)*—but are recruited by a resistance plotting to overthrow Montezuma. Will Greycastle help save the people of Mexica, or rescue the dragon prince and flee? The first issue also includes a Latinx oneshot RPG (5E compatible) by *Tristan Tarwater & Jen Vaughn.*

When a young boy is torn away from his mother while seeking asylum at the US border, something begins to change in him, and it isn't just the trauma, anxiety, and guilt you'd expect. He doesn't know it yet, but it's the onset of superhuman abilities that will change his life forever in ***Home #1*** (by *Julio Anta & Ann Wieszczyk).*

The Old James House turns on Ami in ***Home Sick Pilots #5*** (by *Dan Watters & Caspar Wijngaard).* If she can't conquer her own demons, how can she expect to conquer those that haunt its hallways? Perhaps demons aren't for conquering. Perhaps we must fight *alongside* them...

Oblivious to the profound grief it has caused the Seeker, the cat travels to Earth in ***Inkblot #7*** (by *Emma Kubert & Rusty Gladd)* where it befriends a young sorceress named Eliza Proctor. Eliza throws a party with her friends to celebrate the beginning of summer, but it's ruined by a monster tearing through the void.

At the edge of the galaxy, there is a giant supercomputer known as the Lighthouse. It's the only brain powerful enough to navigate ships through a sargasso of naturally occurring wormholes, potentially cutting months or even years off a spaceship's journey. Three humans, one alien, and a nanny bot have manned the remote station for years in relative peace until the arrival of Captain Kongre and his band of cutthroat pirates threatens the future of civilization and reveals that each of the Lighthouse crew has been hiding a shocking secret. In ***Jules Verne's Lighthouse #1*** (by *David Hine, Brian Haberlin, & Geirrod Van Dyke),* he who controls the Lighthouse controls this part of the galaxy.

In *Guillem March's* ***Karmen #2,*** Cata explores her newfound ability to fly, landing at a plaza in Palma where real-life Xisco and Cata are having a conversation that plunges her further into the depths of despair. When an ever-cheeky Karmen pops in to intervene, she and Cata sit down for a philosophical heart-to-heart.

Val brings her passengers to their first truck-stop, the Neon Grove, in ***Nocterra #2*** (by *Scott Snyder, Tony S. Daniel, & Tomeu Morey).* But with her brother getting worse by the minute and dark forces in hot pursuit, our ferryman finds herself faced with a grave decision.

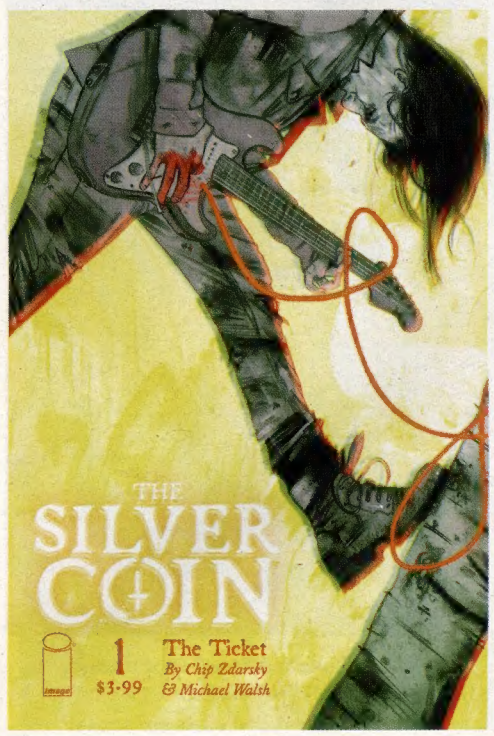
Seven years have passed since the disastrous events of the first book, and now it's time for Sibylla to face her curse-breaking destiny in ***Norroway Book Two: The Queen on the High Mountain HC*** (by *Cat Seaton & Kit Seaton).* When Troll Kingdom soldiers arrive in the once-safe town of Fiskeby, she's forced to flee up the Glass Mountain. But the moment she steps foot on Troll lands, she's thrown into a jail cell, where she discovers her amnesiac ex-fiancé is set to wed the Troll Queen's daughter. Using all of her wits, she must convince the princess to turn against her own mother, or else she will face execution on the day of the wedding—and doom the kingdom to remain cursed forever.

Old Guard returns in the six-issue ***The Old Guard: Tales Through Time,*** featuring tales by writers *Greg Rucka, Vita Ayala, Brian Michael Bendis, Kelly Sue Deconnick, Matt Fraction, David F. Walker,* and more, and artists *Leandro Fernández, Horacio Altuna, Rick Burchett, Valentine De Landro, Justin Greenwood, Kano, Nicola Scott,* and others. The premiere issue spotlights Andromache the Scythian—a warrior over 6,000 years old, who has fought more battles than she cares to remember—and her labrys, the battle axe that has taken many forms (and many lives) in its centuries at her side, in a story told by *Greg Rucka & Leandro Fernandez.* The second tale follows Nicolo "Nicky" di Genova and Yusuf "Joe" al-Kaysani, lovers since they tried (and failed) to kill each other in the First Crusade, as they spend an evening at Berlin's famed Eldorado nightclub in the twilight of 1932, sharing drinks with drag queens and fist-fighting Nazis in an all-new story by *Andrew Wheeler & Jacopo Campagni.*

Nathan's getting down to business in ***Radiant Black #3*** (by *Kyle Higgins & Marcelo Costa)*: He's finally working on his novel. All he needs is some solitary writing time—no "helpful" parents, no superhero social media, and definitely no alien voices beaming an unintelligible language into his brain. That's not too much to ask for, right?

Supercriminal Brik Blok plans to steal a high-ranking aristocrat's fingers and use them as keys to access the palace-world's deepest sublevels in *Brandon Graham's* ***Rain Like Hammers #4.*** Elsewhere, a detective working for the Immortals and his sexy sex-robot assistant are traveling across the solar system to investigate the strange happenings on Skycradle.

As if surviving high school wasn't hard enough, now Zadie has to contend with killer shadow monsters in ***Shadecraft #2*** (by *Joe Henderson, Lee Garbett, & Antonio Fabela).* On the upside, her own shadow has come to life and is determined to protect her. So that should even things out... right? But what is up with the new school guidance counselor, who seems to know a lot more than she lets on?

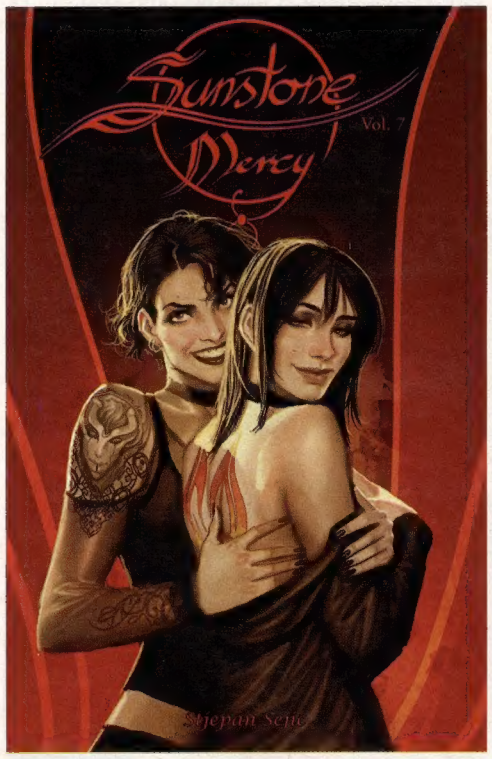


Each issue of ***The Silver Coin*** will tell a tale of terror in a shared supernatural world co-created by *Chip Zdarsky, Kelly Thompson, Ed Brisson, & Jeff Lemire.* The first issue (by *Chip Zdarsky & Michael Wash)* starts in 1978 with a failing rock band whose fortunes suddenly change when they find the mysterious Silver Coin. Little do they know that fame comes with a cost, and a curse is always hungry.

Under the farmhouse, something rots. And no matter how well they're trained, dogs will be dogs. And in ***Stray Dogs #3*** (by *Tony Fleecs & Trish Forstner),* they've uncovered something that can't just be buried again.

Rai knows there's only one way out of her nothing town—to become a summoner! But when she's recruited by Abuus Dein as an apprentice, she embarks on the adventure of a lifetime and is thrust into a war for the fate of the world in ***Summoners War: Legacy #1*** (by

Justin Jordan, Luca Claretti, & Giovanni Niro), a Skybound series based on the world of the popular mobile game where magical monsters are summoned in a never-ending battle of good vs evil!



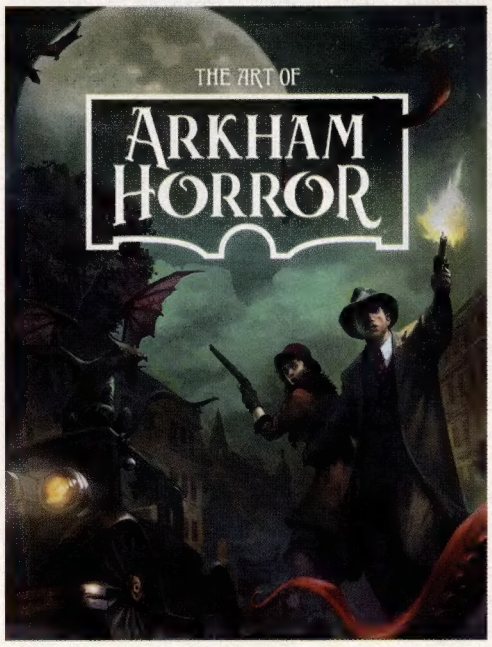
The tale of kink and metal continues in *Stjepan Sejic's* ***Sunstone Volume 7 TP*** as Ally and Alan ride their rollercoaster of sexual exploration. Meanwhile, Anne and Laura enjoy their little slice-of-heaven relationship. Good times all around. Sure would be a shame if addictive behavior and trust issues ruined all that fun...

While Virgil is stuck riding with the band of bloodthirsty Confederate guerrillas that saved his life, Frances is faced with a deadly decision in ***Two Moons #3*** (by *John Arcudi & Valerio Giangiordano).*

Image collected editions include:

- ***Big Hard Sex Criminals Volume 3 Deluxxxe HC,*** collecting ***Sex Criminals #s 21–30 & 69.***
- ***Commanders in Crisis #1,*** collecting ***Commanders in Crisis #s 1–6.***
- ***Decorum HC,*** collecting ***Decorum #s 1–8.***
- ***Gideon Falls Volume 6: The End TP,*** collecting ***Gideon Falls #27*** with bonus material, including loads of behind-the-scenes extras from this ground-breaking series.

- ***Hack/Slash Deluxe Volume 1 HC,*** collecting ***Euthanized, Girls Gone Dead, Comic Book Carnage, Land of Lost Toys #s 1–3, Trailers,*** the ***Slice Hard*** prequel and ***Slice Hard,*** and the crossovers with Chucky and Evil Ernie.
- ***Middlewest: The Complete Tale HC,*** collecting ***Middlewest #s 1–18*** with exclusive bonus features.
- ***Outcast by Kirkman & Azaceta Book 4 HC,*** collecting ***Outcast #s 37–48.***
- ***Tartarus Volume 2: Threading the Infinite TP,*** collecting ***Tartarus #s 6–10.***



Coming Comics—Dark Horse in April

HP Lovecraft's outré hamlet of Arkham, Massachusetts, is peopled with courageous townsfolk, wise mystics, and curious academics who seek to understand the unknowable ancient entities that dwell at the edge of our reality. ***The Art of Arkham Horror HC*** showcases dynamic illustrations of the investigators and their allies, as well as the monsters directly inspired by the Cthulhu Mythos—even the Ancient Ones themselves! Alongside the eldritch creatures and intrepid investigators, each brooding location is beautifully rendered in a large, lush format so that readers can examine every amazing detail.

Suki is captured by the Fire Nation and brought to the Boiling Rock, a grim prison in the middle of a dormant volcano. Separated from Team Avatar and her Kyoshi Warrior sisters, she decides to build her own community among other prisoners in ***Avatar: The Last Airbender—Suki Alone TP*** (by *Faith Erin Hicks & Peter Wartman).* But it's going to take more than an encouraging word to build trust among so many frightened people...

An elder member of the occult-battling pack of Wise Dogs recalls a harrowing mission—in US-occupied Japan after World War II, a mysterious curse creates an army of crawling, disembodied heads that threatens to overwhelm the region. Emrys and a team of canine companions attempt to solve the mystery, bringing them into conflict with shape-changing tanuki, evil oni, and a horde of vengeful demons in ***Beasts of Burden: Occupied Territory #1*** (by *Evan Dorkin, Sarah Dyer, & Benjamin Dewey).*

Chip Zdarsky and *Johnnie Christmas* team up for the first time with ***Black Hammer: Visions #3.*** Before he was trapped with Spiral City's greatest heroes on a mysterious limbo farm, aging hero Abraham Slam found himself already an outcast in his own world. And with the arrival of a belligerent reboot hero named Uncle Slam, he finds himself having to put on the old tights again to show that there can be only one Slam in town.

Cojacaru the Skinner, the strange and enigmatic bane of East European witches, has been dead many years. But from a bloodied French town in the throes of World War II, a plea for help carries across the winds of time. A desperate band of resistance soldiers and their white witch allies rest their fate in the hands of Cojacaru's ghost in ***Cojacaru the Skinner #1*** (by *Mike Mignola, Christopher Golden, & Peter Bergting).* And when she answers their call, it will be heard near and far.

Jester Lavorre had an unconventional upbringing, even for one born in cosmopolitan Nicodranas. Daughter of the famed Ruby of the Sea, she had many opportunities for mischief as a small child, of which she took full advantage! Dive into the mystery of Jester's early years, her first meeting with the Traveler, and the fateful events that set her on a path to eventually join the Mighty Nein in ***Critical Role: Mighty Nein Origins—Jester Lavorre HC*** (by *Sam Maggs & Hunter Severn).*

A new urban development proposal is being pushed through city council—a flagrant infraction on those safeguarded by the Valentinos gang. They enlist the service of three cyberpunks to discreetly and strategically terminate the project, but their subject is more than an ordinary target in ***Cyberpunk 2077: You Have My Word #1*** (by *Bartosz Sztybor & Jesus Hervas).*

During a routine shift, a lonely maintenance worker encounters an altercation between a mysterious woman and the Maelstrom gang. As the woman attempts to escape, she hands him a chip. To find her and uncover the data, he sets off on a wild journey through the city's seedy mekka and dangerous wastelands where he meets a sly new client, crazy cyberpunks, and the infamous Johnny Silverhand in ***Cyberpunk 2077: Your Voice TP*** (by *Aleksandra Motyka, Marcin Blacha, & Danijel Zezelj).*

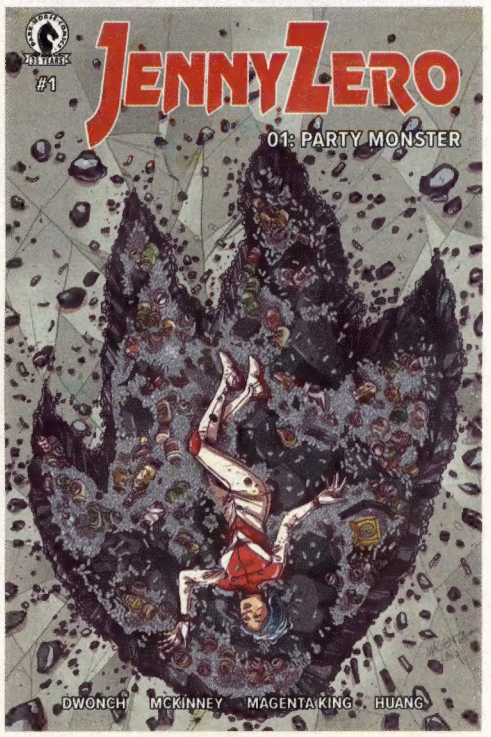
The Cycle of the Red Moon Volume 3: The Shadow of the Moon TP, the conclusion of *José Antonio Cotrina's* fantasy trilogy, shakes Rocavarancolia from east to west as ghosts of the past, creatures of the night, and powers that sleep awaken in the ultimate battle to change the destiny of the kingdom!

Becca's dreams of fame seem to have come true when an internet performance-art video she stars in goes viral overnight. But she quickly discovers the allure and danger of sudden stardom in ***Everyone Is Tulip TP*** (by *Dave Baker & Nicole Goux).*

As Agents Winters and Mitchum hunt down the supernatural murder box known as the "Fear Case," their trail goes off course, and the powers and kill list of the case grow in ***Fear Case #3*** (by *Matt Kindt & Tyler Jenkins).*

Several years into their mission to find a new home for humanity, Grendel Prime and Sigma Seven finally discover a planet with signs of advanced technology in ***Grendel: Devil's Odyssey #5*** (by *Matt Wagner* with *Brennan Wagner).* Unfortunately, this world is a ghost planet—the massive husk of a civilization long since decayed. Only the extinct race's machinery has endured and continues to function without purpose. Can Prime navigate the perils of this mechanized hellscape... and survive?

In ***Jenny Zero #1*** (by *Dave Dwonch, Brockton McKinney, & Magenta King),* readers will meet Jenny Tetsuo, the hard-drinkin', hard-partyin' daughter of beloved superhero Mega Commander Zero. After washing out as the military's top Kaiju-killer, "Jenny Zero" now lives



the celebutante life with her hotel heiress and publicist best friend, Dana Sheraton. But when the massive creatures return, Jenny must decide if she can sober up and save the world!

The Legend of Korra: The Art of the Animated Series Book Two—Spirits HC contains hundreds of art pieces created during the development of the show's first season, along with new sketches from the original creative team.

A brave warrior, following her master's final wish, finds the dreaded bandit leader that used to be a hero in *James Stokoe's* ***Orphan and the Five Beasts #2***—but that former hero is now a force of destruction that threatens all life in the valley with his indestructible legs and "Two Trees Bearing Heaven" fighting style.

Hellboy, the Professor, Scarlett, and the Ohnar are all in danger when an ancient evil awakes in ***Young Hellboy: The Hidden Land #3*** (by *Mike Mignola, Tom Sniegoski, & Craig Rousseau).* The vampire Vesperra and her undead legions are too powerful for Hellboy and his companions to face alone, but Scarlett has an ace up her sleeve that will give them a fighting chance.

Dark Horse collected editions include:

- ***Avatar: The Last Airbender—Smoke & Shadow Omnibus TP,*** collecting all three parts of the series.
- ***Blade of the Immortal Deluxe Volume 3 HC,*** collecting ***Blade of the Immortal Volumes 7–9.***

- ***EC Archives: Saddle Justice HC,*** collecting the complete run of the Western series.
- ***Grandville Integral HC,*** collecting all five volumes of *Bryan Talbot's* series in one deluxe hardcover volume accompanied by voluminous author notes never before in print.
- ***Harrow County Omnibus Volume 2 TP,*** collecting ***Harrow County #s 17–32.***
- ***Hellboy Universe: The Secret Histories HC,*** collecting ***Rasputin: The Voice of the Dragon TP; Sledgehammer 44 TP;*** and ***The Visitor: How and Why He Stayed TP.***
- ***Madman Library Edition Volume 1 HC,*** collecting ***Madman*** (original series) ***#s 1–3, Madman Adventures #s 1–3, and Madman Comics #s 1–10,*** along with bonus pinups by some of comics' greatest talent like *Frank Miller, Jack Kirby, Moebius,* and more, and featuring ***THEY!***—Allred's never-before-published first effort to make comics!
- ***The Pride Omnibus TP,*** collecting the original digital series ***The Pride*** and ***The Pride Adventures*** in print for the first time.
- ***Shaolin Cowboy: Start Trek TP,*** collecting ***Shaolin Cowboy*** (the Burlyman series) ***#s 1–7.***
- ***Stranger Things/Dungeons & Dragons TP,*** collecting the four-issue miniseries.
- ***The True Lives of the Fabulous Killjoys: National Anthem TP,*** collecting the six-issue series.
- ***The World of Black Hammer Library Edition Volume 3 HC,*** collecting ***Colonel Weird: Cosmagog*** and ***Barbalien: Red Planet.***

THE WORLD OF
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